

Thoughts.Game.Attributes.AttributeManager

- + owner
- + ownedAttributes
- _ownedAttributes

- + Initialize()
- + ToString()
- + ExecuteMapEventsWithTimeElapseEnabled()
- + UpdateAttribute()
- + GetAttributesThatNeedCare()
- + CanCover()
- + GetOwnedAttributeOf()
- + GetExecutionPlanToCover()